989 SPORTS®

TM ©

# ATHENS 2004

EVERYONE

CONTENT RATED BY ESRB

OFFICIAL VIDEO GAME

## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may trigger an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions— IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

### Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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# Introduction

The Olympic Movement is symbolized by five interlaced rings, which show the universality of Olympism and the meeting of the Athletes of the world during the Olympic Games. The aim of the Olympic Movement is to contribute to building a better world by educating young people through sports practiced without discrimination of any kind, and in the Olympic Spirit.

The Olympic Games is unique in the sporting world. It is the only competition where the best athletes from all over the globe have the opportunity to strive against one another in the spirit of peaceful competition, friendship and fair play.

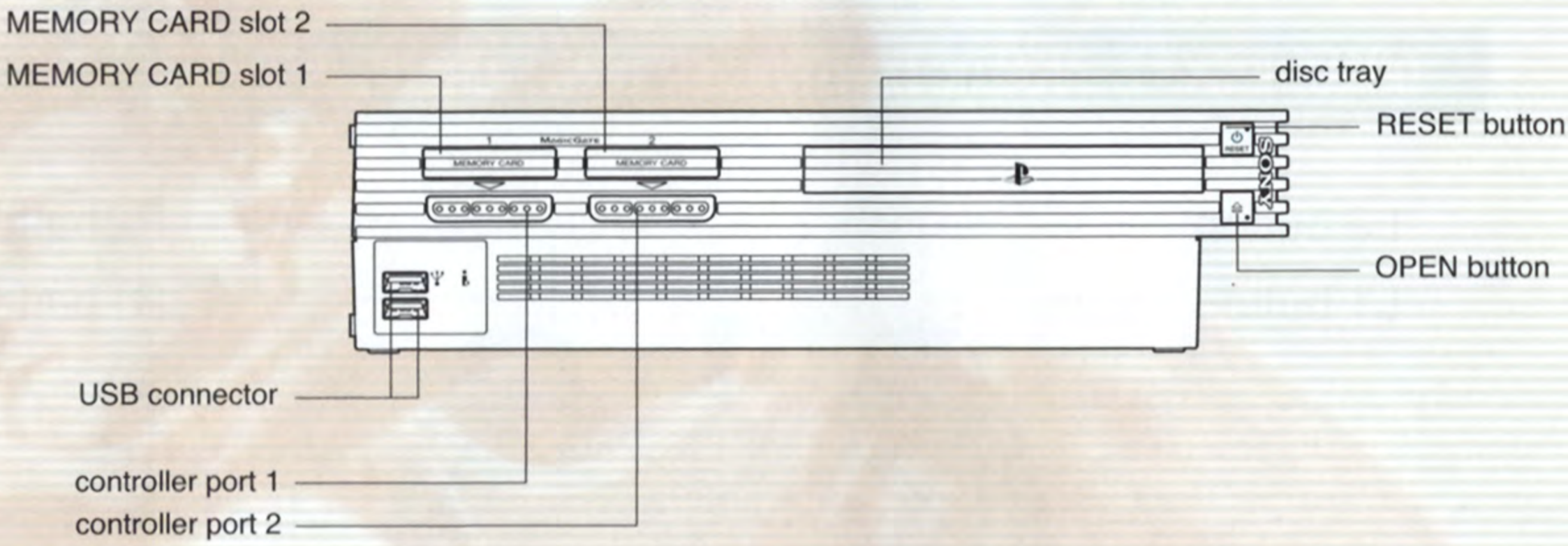
Very few people get the chance to compete at the Olympic Games, but ATHENS 2004™ puts you in the Olympic arena alongside the world's top athletes. Good luck!

**For more information on the Olympic Games and the Olympic Movement please visit www.olympic.org**

"The most important thing in the Olympic Games is not to win but to take part, just as the most important thing in life is not the triumph, but the struggle."

- Baron Pierre de Coubertin, founder of Modern Olympism

# Getting Started




Set up your PlayStation®2 console according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers and other accessories as appropriate BEFORE you turn your console on. It is advised that you do not insert or remove accessories once the power is turned on.

When you are ready, turn the console ON at the MAIN POWER switch and press the (standby)/RESET button. When the (standby) indicator lights up green, press the (open) button and the disc tray will open. Place the ATHENS 2004™ disc on the disc tray with the label side facing up. Press the (open) button again and the disc tray will close. Finally, press the (standby)/RESET button again to load the game and commence play.

## MEMORY CARD (8MB)(PlayStation® 2)

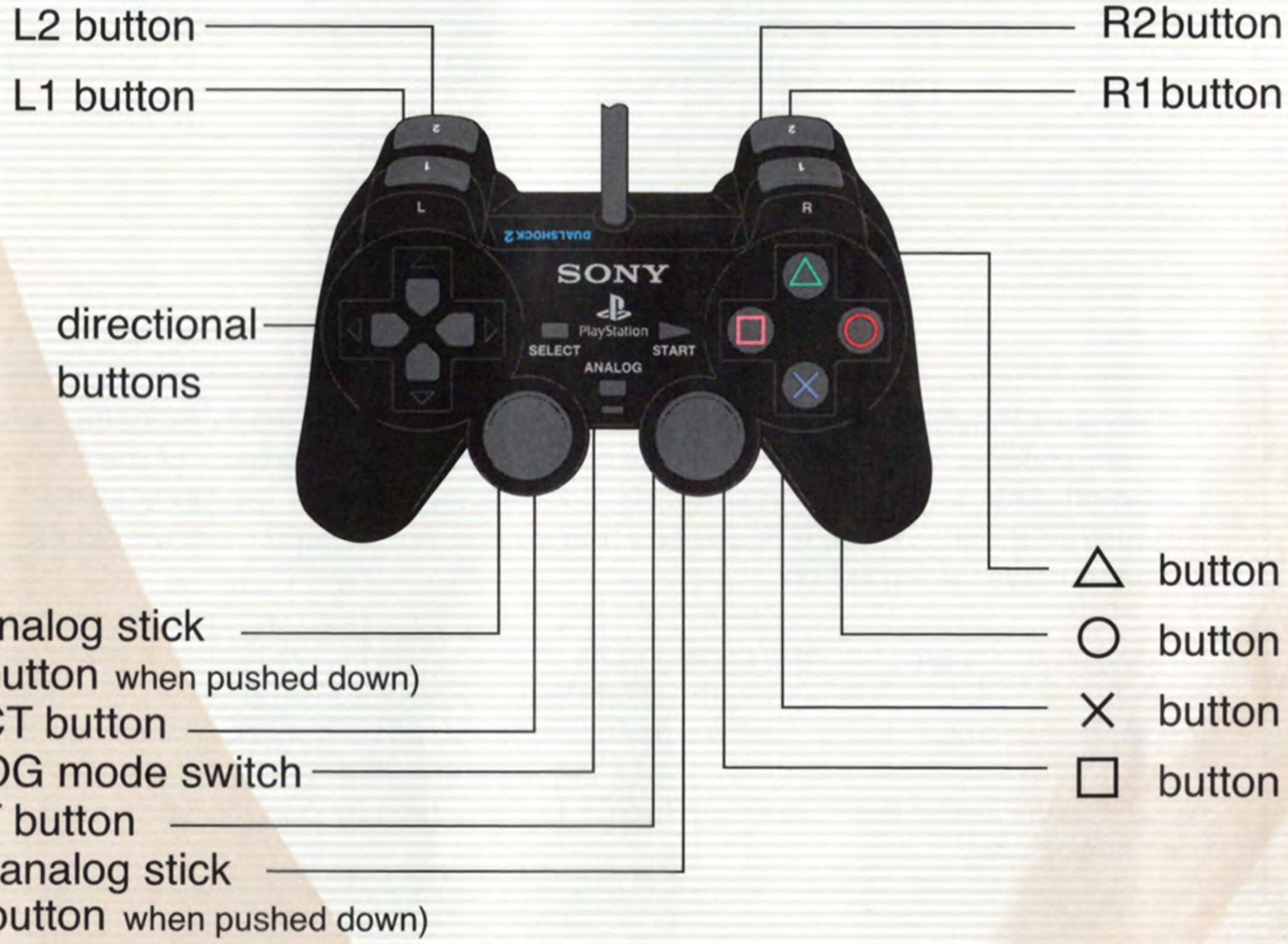
### Saving Data

You must insert your MEMORY CARD (8MB)(for PlayStation®2) before a file can be saved or loaded. ATHENS 2004™ saves user-defined options and all data for Competitions, Settings, and Records. 44KB of memory must be available on your MEMORY CARD (8MB)(for PlayStation®2) in order to save an ATHENS 2004™ file. If you do not use a MEMORY CARD (8MB)(for PlayStation®2), all ATHENS 2004™ data will be lost when you turn off your PlayStation®2 console.

When you turn on your PlayStation®2 console, if a MEMORY CARD (8MB)(for PlayStation®2) is inserted, any previously saved data will automatically be loaded. If no previous save file exists, you can create one from the Load/Save Menu located in the Options Menu. Simply select the Save option to create a new ATHENS 2004™ file. Once a file is created, all game data changes and competition data will automatically be saved to your MEMORY CARD (8MB)(for PlayStation®2) as they occur.

# Getting Started

## DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS




## Game Controls

Game Controls for ATHENS 2004™ events are very similar and are shown under the "How To Play" description of each event. Controls for each event are also shown in-game, from on-screen tutorials and the "How To Play" option of the Pause Menu once the event is started.

### Using a Multitap (for PlayStation®2)

Using a Multitap (for PlayStation®2), up to four players can compete in ATHENS 2004™ competitions. To insert the Multitap (for PlayStation®2), use controller port 1 of the console. ATHENS 2004™ automatically detects the number of controllers inserted into the console. When using a Multitap (for PlayStation®2), a MEMORY CARD (8MB)(for PlayStation®2) will only be recognized in memory card slot 1-A of the PlayStation®2 console.

### Using a Dance Mat Controller (for PlayStation®2)

The Dance Mat Controller (for PlayStation®2) can be used for Party Mode events only. To use the Dance Mat Controller (for PlayStation®2), you must insert its connector into controller port 1 before you begin. To navigate through the game screens using the Dance Mat Controller (for PlayStation®2), step on the X of the mat. A second Dance Mat Controller (for PlayStation®2) can be used for 2-player events by connecting it to controller port 2. Follow the on-screen instructions for information on how to configure the Dance Mat Controller (for PlayStation®2).

# Playing the Game

## Playing ATHENS 2004™

### Main Menu

From the Main Menu, you can choose game modes from the categories of Arcade and Competition, or select Options and make changes to your game setup. The setup for each selected event such as choosing a player, team, and event for a competition is the same for both modes. See Game Setup Screens on page 8 for more information.

### Arcade

If you just want to have fun and not worry about event regulations and game rules, choose an Arcade Mode game format, which has been designed for maximum fun.

### Practice

Use Practice Mode to hone your skills in any of the ATHENS 2004™ events. It is a one-player format in which you can compete in an event as often as you like. Because Practice is non-competitive you will be the only athlete involved in the event. The results will not be recorded and cannot be saved to a MEMORY CARD (8MB)(for PlayStation®2).

NOTE: Before play begins, you will have the opportunity to view a movie tutorial that will show you how the event should be performed and provide a step-by-step process of the controls used for the event.

### Single Event

Single Event Mode allows you to play in single events against other competitors. Up to four users can play in Single Event Mode.

### Party

Party Mode has been developed for the use with a Dance Mat Controller (for PlayStation®2) – A Dance Mat Controller (for PlayStation®2) must be connected when you enter this mode. Although you can play Party Mode using a DUALSHOCK®2 analog controller, it is best utilized by participating with the Dance Mat Controller (for PlayStation®2). Once connected to the console, the Dance Mat Controller (for PlayStation®2) will provide the unique experience of knowing what it feels like to compete physically in ATHENS 2004™ events. Party Mode is fun to play and made even more challenging by allowing for multi-player competitions. Follow the on-screen instructions for Dance Mat Controller (for PlayStation®2) configurations.

### Challenge

Challenge Mode is a multi-player format that will even the playing field for all competitors using a handicap system. A handicap system forces each competitor to outperform the others by raising his level of play. The winner will be the player that performs the best in regard to his own handicap. This system allows players with different gaming abilities to compete on the same level.

# Playing the Game

## Competition

Competition Mode involves serious competitions in which each event will provide the opportunity to break Olympic and World records. Most events include multiple rounds of competition and the opportunity to win Olympic medals. In Competition Mode, official rules are enforced and need to be followed to avoid the assessment of penalties and disqualification from events.

> NOTE: In Competition Mode, two false starts in track and one false start in swimming events will result in disqualification.

### Individual

Individual events are your shot at getting to the medal round of an event without having to play qualifying rounds. Select any of the disciplines/areas to choose an event and face off against the top athletes of the games. One solid effort can earn a gold medal and a chance to make history by setting Olympic and World records. If you finish as one of the top three competitors, you will take your spot on the medal stand to receive an Olympic medal.

### Decathlon

The Decathlon is a competition for men. It is considered a combined event and includes ten track and field events over a consecutive two-day period. During day one, you will compete in the 100m, Long Jump, Shot Put, High Jump, and 400m. Day two will be comprised of the 110m Hurdles, Discus Throw, Pole Vault, Javelin Throw, and 1500m. Receiving scores from each individual event, the winner is the athlete with the highest total of points. At the end of the second day, an Olympic medal will be awarded to the top three athletes.

### Heptathlon

The Heptathlon is a two-day competition for women. It consists of seven events from Track and Field. During day one, you will compete in the 100m Hurdles, High Jump, Shot Put, and 200m. Day two will include the Long Jump, Javelin Throw, and 800m. Receiving scores from each individual event, the winner is the athlete with the highest total of points. At the end of the second day, an Olympic medal will be awarded to the top three athletes.

### Athletics

Athletics, or Track and Field events, are some of the oldest forms of competition in the Olympic Games, not to mention some of the most popular. They consist of running, jumping, and throwing events such as the 100m, High Jump, and Javelin Throw. Points are awarded for each individual event, with the winner being the athlete with the highest total of points. At the end of the final day of competition, an Olympic medal will be presented to the top three athletes.

### Aquatics

Aquatics, or Swimming, has been a part of the Olympic Games since the beginning. Its events include the Freestyle, Backstroke, Breaststroke, and Butterfly. Swimming competitions are one-day events and take place in a predetermined order. Points are awarded for finishing position in each event and a team's combined number of points determines the final position.

# Playing the Game

## Gymnastics

One of the oldest Olympic sports, Gymnastics encompasses a variety of challenges from the athletes such as floor exercises, rings, and vault. Gymnastics events not only require athletic skill but also rhythm and grace, as each athlete performs artistic movements and techniques to score points. Gymnastics events are one-day events and take place in a predetermined order. Points are awarded for finishing position in each event and a team's combined number of points determines the final position.

## Champion

Champion Mode is a five-day competition that includes all 25 events featured in ATHENS 2004™. As a team competition, the events include male and female categories in a predetermined order. Points are awarded for finishing position in each event and are tabulated into a team score. The total number of points will determine each team's finishing position and whether an Olympic medal is awarded.

## Custom

Custom Mode allows you to create up to four competitions. Each competition can have up to 10 events of your choice by creating an Event List.

## Creating a Custom Competition

- Press ⬆/⬇ to select an "EMPTY" file slot and press ● to view the competition event list. Because you have just created the custom file, "No Event" will initially be shown throughout the list.
- Press ● to show all available events.
- Press ⬆/⬇ to choose an event and press ✕ to add it to the event list. You can add up to 10 events for each competition.
- Press ⬆/⬇ to select Men or Women as the gender for the event and press ✕ to accept your choice. Your selection will now appear in the event list in the order it was selected.
- Repeat this process until your Custom competition is complete. To delete an event from the list, press ⬆/⬇ to highlight an event and press ◉. To change an event in your list, highlight the event and press ✕. Press ⬆/⬇ from the available events and press ✕ to replace the original event.
- When you have completed the selection of events for your Custom competition, press △ to accept your Custom competition and move back to the "Create a Custom Competition" screen. You can edit a competition by highlighting it and pressing ◉.
- To play your competition, highlight it and press ✕.

# Playing the Game

## Options Menu

### Personal Records

View your own personal records for every game mode (i.e., Single Event, Party, Competition, etc.) and event.

### Game Records

View the results, times, distances, and records for each event in every discipline/area.

### Load/Save

When "LOAD/SAVE" is selected, the Autosave feature will be enabled. This feature will automatically save all game data changes and competition data to your MEMORY CARD (8MB)(for PlayStation®2) as they occur.

### Game Settings

Use Game Settings to adjust the audio and visual settings of your game.

### Audio Mode

You can choose a Mono, Stereo or Surround sound output.

### Commentary

Turn the game commentator ON/OFF.

### Player Vibrations 1-4

You can turn the vibration function of each player's DUALSHOCK®2 analog controller ON/OFF.

### Screen Adjust

Press ↑/↓/←/→ to set a new position of the screen and press ⊗ to confirm the change. You can press ■ to reset the screen to its original position or press △ to return to the Game Settings Menu.

# Game Setup Screens

## Player Select

Up to four players can compete in an event. Available player options will depend on the number of controllers connected to the game console. To allow four players to compete, you must insert a Multitap (for PlayStation®2) into controller port 1. Select the number of players for the game and press ⊗ to move to the first Team Select screen.

# Playing the Game

## Team Select

### Choose a Region

Select one of five regions to represent in competition – Africa, America, Asia, Europe, or Oceania – and press ⊗ to move to the Choose a Country screen.

### Choose a Country

There are 64 countries to choose from. Select one by highlighting the country that will represent your team and press ⊗ to move to the Choose your Initials screen.

### Choose your Initials

Customize the name of your team by selecting three initials that will represent your team and its flag. To make your selections, press ⬆ / ⬇ to cycle through the alphabet and number options of the first slot. Press ⊗ to accept your choice and move to the next slot. Repeat the process for the remaining initials. You will move to the Event Select screen when you press ⊗ to lock in the last initial.

## Event Select

You will select the event for your game from a list of disciplines/areas. Highlight a discipline/area to view the available events within each. Press ⊗ to move to the discipline/area list and press ⬆ / ⬇ to highlight an event. Press ⊗ to make your event selection and move to the gender select screen.

## Gender Select

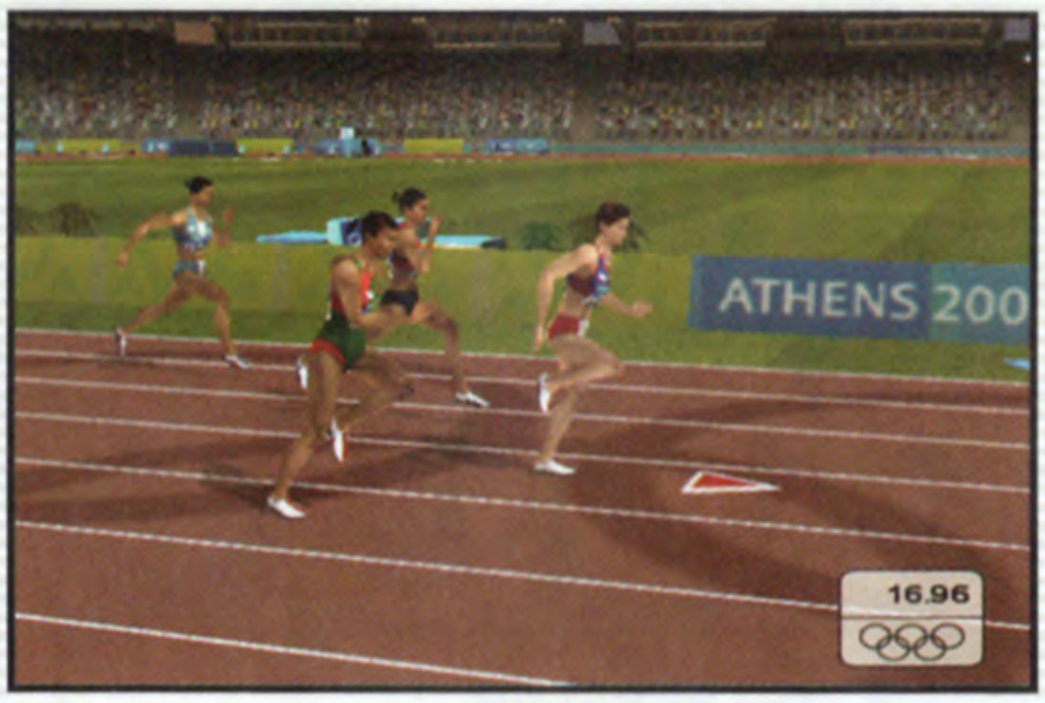
Gender selection can be made when an event is not specific to a single gender. Press ⬅/➡ to highlight a gender and press ⊗ to start the event.

# Playing the Game

## Athletics (Track) Events

### 100m, 200m, and 400m

The 100m and 200m sprints are the shortest of the track events and require a quick start and consistent burst of speed. Each runner will stay in his or her own lane as the race is run. Although it is a longer race, the 400m race is still considered a sprint. Because of its distance, runners need to pace themselves to ensure they have enough speed and strength to finish with a burst.




**HOW TO PLAY**

Press and hold L1 to get set for the race. When the race begins, release L1 to get a quick start. During the race, alternately press ⊗ and ◎ consistently to run. The faster you press ⊗ and ◎, the faster your athlete will run. When you get to the finish line in a close race, press L1 to lunge for the line. Press ↑/↓/←/→ to change the angle of the field camera.

### 800m and 1500m

The 800m and 1500m are considered middle distance races. They not only combine speed and endurance, competitors use strategy such as maintaining a good race position to forge a victory.

**HOW TO PLAY**

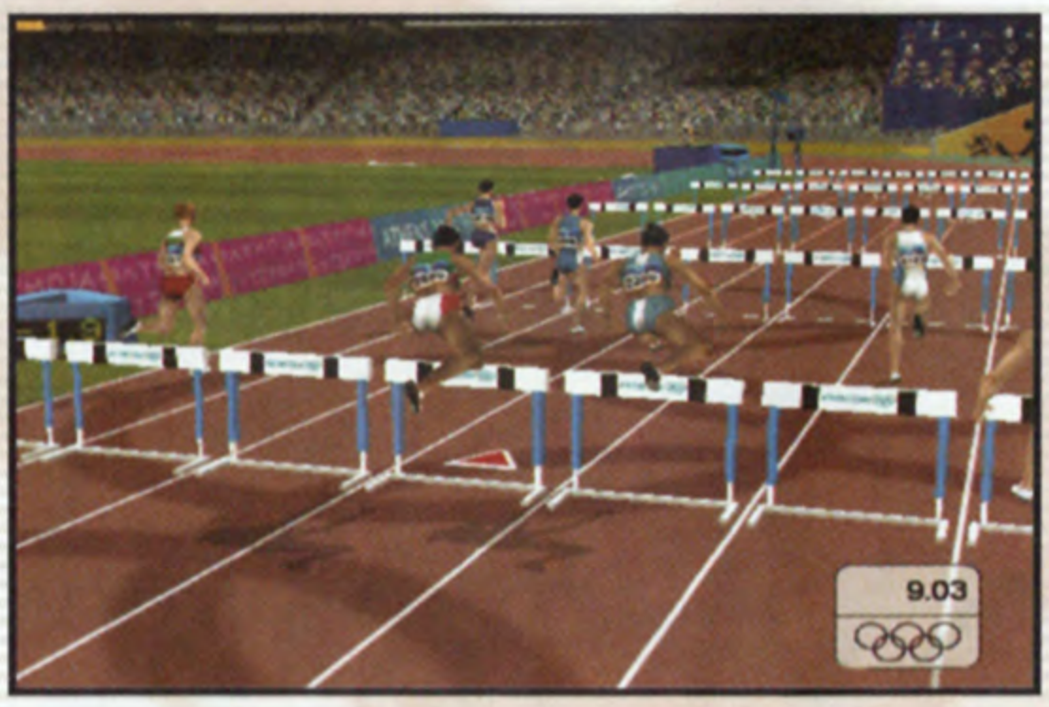
Press and hold L1 to get set for the race. When the race begins, release L1 to get a quick start. Use the right analog stick ↑/↓ to control your speed, pushing ↑ to increase speed and ↓ to decrease speed. You must stay in your lane until the "BREAKPOINT" indicator flashes on the screen. Once it flashes, use the left analog stick ←/→ to control the movement of your runner into a position. Be sure to watch the stamina level of your runner. If you run too hard at first, fatigue may set in and keep you from finishing the race strong.

Once a lap is complete, a bell will sound to signal the start of the race's final lap (only in the 800m). At this point, the more stamina you have the better. To double your stamina and allow you to finish the race with a burst of speed, press L1 for a second wind. When you get to the finish line in a close race, press L1 to lunge for the line. Press ↑/↓/←/→ to change the angle of the field camera.

# Playing the Game

## Hurdles

In the 100m (women), 110m (men) hurdles, each competitor will run in his or her lane while jumping over ten hurdles. Timing is paramount, as you must clear each hurdle and land in stride to keep up your speed toward the finish line.



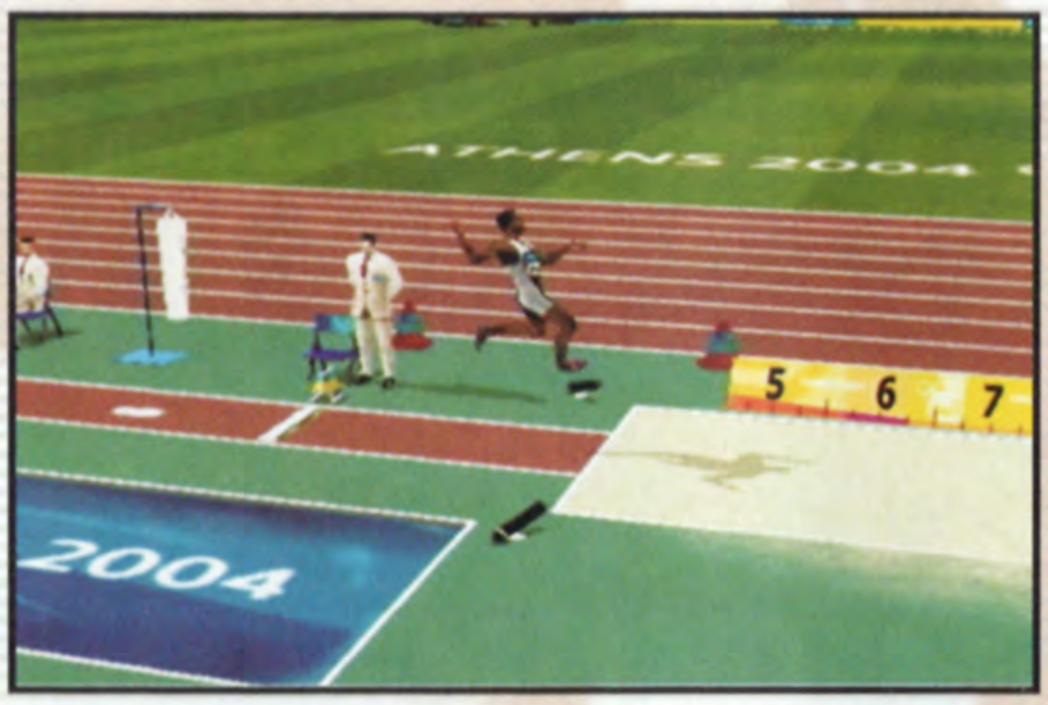

**HOW TO PLAY**

Press and hold L1 to get set for the race. When the race begins, release L1 to get a quick start. During the race, alternately press ⊗ and ◎ in consistent, rapid succession to build up as much speed as possible as you approach each hurdle. Press L1 to time your jump and clear the hurdle. Once you land, continue to press ⊗ and ◎ to keep running. When you get to the finish line in a close race, press L1 to lunge for the line. Press ↑/↓/←/→ to change the angle of the field camera.

# Athletics (Field) Events

## Long Jump

In the Long Jump event, each participant is allowed a number of attempts to try and record their best distance. The athlete will run down a path toward a sandpit building up speed. You must make the jump from behind or on the foot marker at the end of the jump board. The distance or measurement of the jump is taken from the athlete's point of contact with the sand.



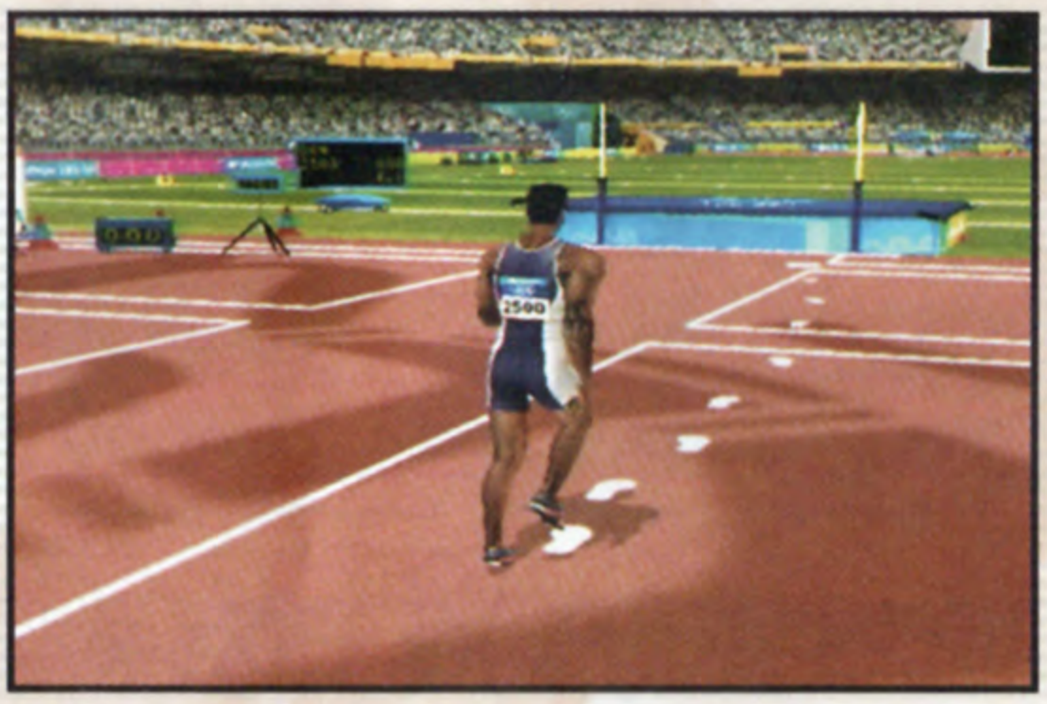

**HOW TO PLAY**

Alternately press ⊗ and ◎ in consistent, rapid succession to build up as much speed as possible as you approach the foot marker at the end of the jump board. Once the athlete is in "POWER LOCK", the speed of his or her run remains consistent until the runner reaches the foot marker. Press L1 when you reach the foot marker to make your jump. Be sure to get the best jump possible by gaining maximum speed and releasing your jump as close to the foot marker as possible.

# Playing the Game

## High Jump

Although speed and power are essential to the High Jump, timing and technique are just as important. The success of your High Jump will be determined by the power generated from your footwork as you approach the bar. Before making your jump, you will have the opportunity to choose the bar height. If satisfied with the initial height, choose YES and press ⊗ to start the event. If you decline to accept the height, you will be asked to accept an increased height. Athletes will compete until they fail at three consecutive attempts.



**HOW TO PLAY**

Use the foot markers to guide your approach to the bar by timing the left and right feet of the athlete with the left and right foot markers on the ground. Press ⊗ to time your left foot and ◎ to time your right foot. Just as a runner alternates his or her right and left feet to run, press ⊗ and ◎ alternately and in succession with the foot markers to give your athlete the best shot at clearing the bar. When you reach the "X" marker, press L1 to jump. As you begin to clear the bar, press L1 again to flip the athlete's legs over the bar. After completing a successful jump, you can choose to raise the height of the bar and attempt to set a new personal best.

## Triple Jump

The Triple Jump is a unique event in which the athlete will make three straightforward jumps, one after the other, with the total of the three jumps being recorded for distance. You have three attempts in this event.

**HOW TO PLAY**

Alternately press ⊗ and ◎ in consistent, rapid succession to build up as much speed as possible as you approach the foot marker at the end of the jump board. Once the athlete is in "POWER LOCK", the speed of his run remains consistent until the runner reaches the foot marker. Use the foot markers on the screen and time your jumps by pressing L1.

# Playing the Game

## Pole Vault

The Pole Vault is an event in which competitors use a pole to launch themselves over a bar. This event is similar to the High Jump in that you choose the height specification of the bar. The success of your Pole Vault will be determined by the power built up from your speed and the accuracy of your jump using the power meter. Before making your jump, you will have the opportunity to accept a bar height. If satisfied with the initial height, choose YES and press ⊗ to start the event. If you decline to accept the height, you will be asked to accept an increased height. Athletes will compete until they fail at three consecutive attempts.

**HOW TO PLAY**

Alternately press ⊗ and ◎ in consistent, rapid succession to build up as much speed as possible as you start your approach to the bar. A Height Meter will be displayed on the screen showing the amount of power needed to clear the bar. As you continue to build speed, the area indicated on the meter that determines your vault success will increase. When the "POWER LOCK" indicator flashes on the screen, Launch Arrows will begin to move up the Height Meter. Press L1 to stop the arrows within the success area of the meter to make your attempt and clear the bar.

## Discus Throw

The Discus Throw is an event in which the competitors generate their power from spinning their body in a circular fashion and throwing a disc from the side of their body. Not only is the power generated important to the throw, but also the angle of the release, as it will determine the flight of the disc. Each competitor will have six attempts at the Discus Throw to record his or her best distance. A foul will count as an attempt.

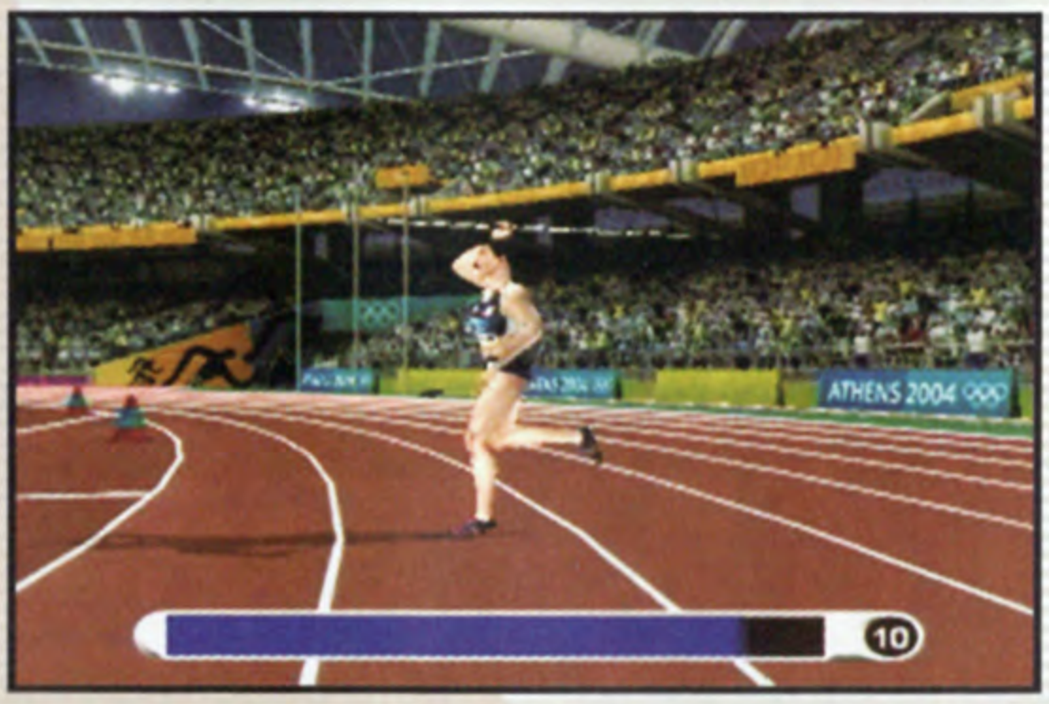
# Playing the Game

**HOW TO PLAY**
When the event begins, a circular power/angle meter will appear on the screen. Build up throwing power by performing rapid circular rotations with either the left or right analog sticks. As you build up power, the gauge on the meter will increase. Make sure your power does not move into either foul zone on the meter, which are indicated by the color red.

As soon as the meter appears on the screen, a timer will begin counting down from five. Once it reaches zero, the throwing angle gauge of the meter will begin to increase. As the gauge increases, so will the angle of your throw. Press L1 to stop the gauge and make your throw. For an optimum angle height, try to stop the gauge at the line located in the middle of the angle meter.

## Javelin Throw

The Javelin Throw is an event in which the competitor moves swiftly down a narrow path to generate enough speed to launch a spear-like device through the air. Because timing and throwing angle are important to this event, each athlete must be aware of when to release the javelin. Each competitor will have six attempts at the Javelin Throw to record his or her best distance. If you step past the line onto the grass field before or after a throw, you will be called for a foul. Each foul is considered an attempt.




**HOW TO PLAY**
Alternately press ⊗ and ◎ in consistent, rapid succession to build up speed on the power meter. Once the "POWER LOCK" indicator flashes on the screen, an Angle Meter will also appear on the screen from which to set the angle of your throw. Use continual pressure on the left analog stick to select a throwing angle. Hold the angle as your athlete approaches the foul line and press L1 to throw the javelin.

## Shot Put

The Shot Put is an event in which the competitors stand in an area marked by a circle and use their strength and power generated by spinning their bodies in a circular fashion to launch a heavy, metal ball. The competitor launches the Shot Put by pushing it from the shoulder area. Each competitor will have six attempts at the Shot Put to record his or her best distance. Stepping out of the circle will result in a foul and count as an attempt.

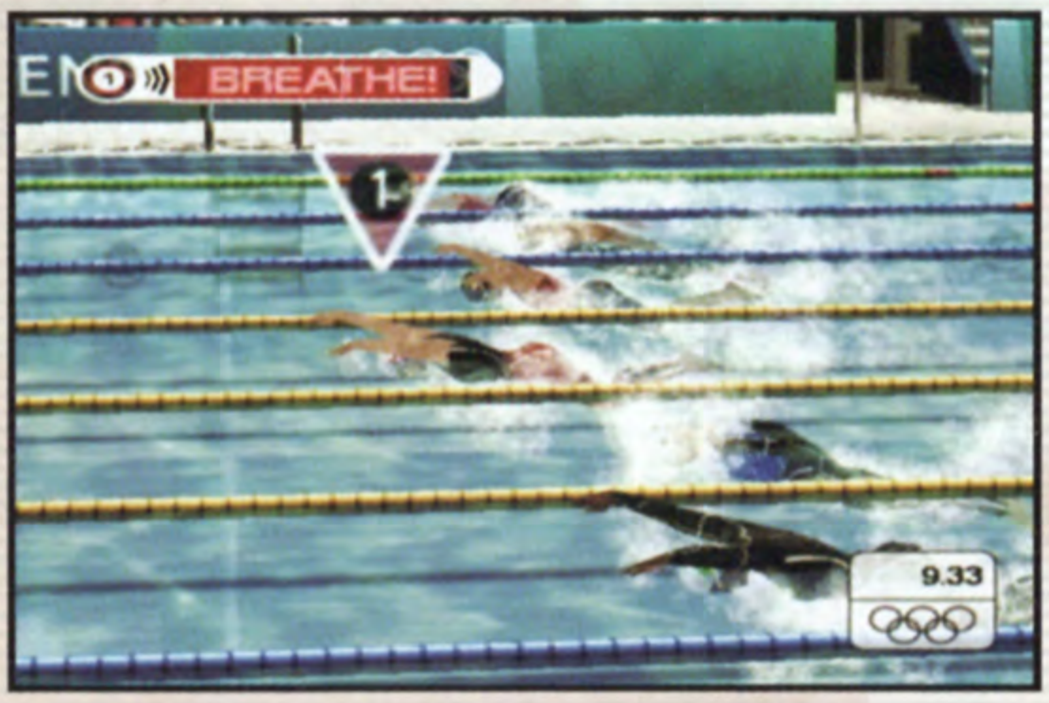
# Playing the Game

**HOW TO PLAY**
Press ⊗ to start the Power Gauge Meter. Press ⊗ again to stop the gauge as close to the maximum as possible without stopping it in the red foul zone. Once you stop the power gauge, an Angle Meter will appear on the screen. Press ⊗ to stop the meter and set the angle of your throw.

## Aquatics (Swimming) Events

### 100m Freestyle, Backstroke, Breaststroke, and Butterfly

The Freestyle is the fastest paced event and has been one of the most popular Olympic events. The Backstroke is done using alternating arm and foot movements but is performed swimming on the back. The Breaststroke is a more complex swimming style, in which it is important for movement to be simultaneous. The Butterfly is a beautiful spectacle of swimmers propelling their bodies out of the water on each stroke. Although each swimming event has its own style and challenge, the controls are the same for all.




**HOW TO PLAY**
Press and hold L1 to get set for the race. Release L1 when "GO" flashes on the screen. If you release L1 too soon, you will be charged with a false start. A False start will result in disqualification from the race. Alternately press ⊗ and ◎ in consistent, rapid succession to swim as fast as possible. When you reach a turn at the end of the pool, press L1 to perform it at a quicker pace.

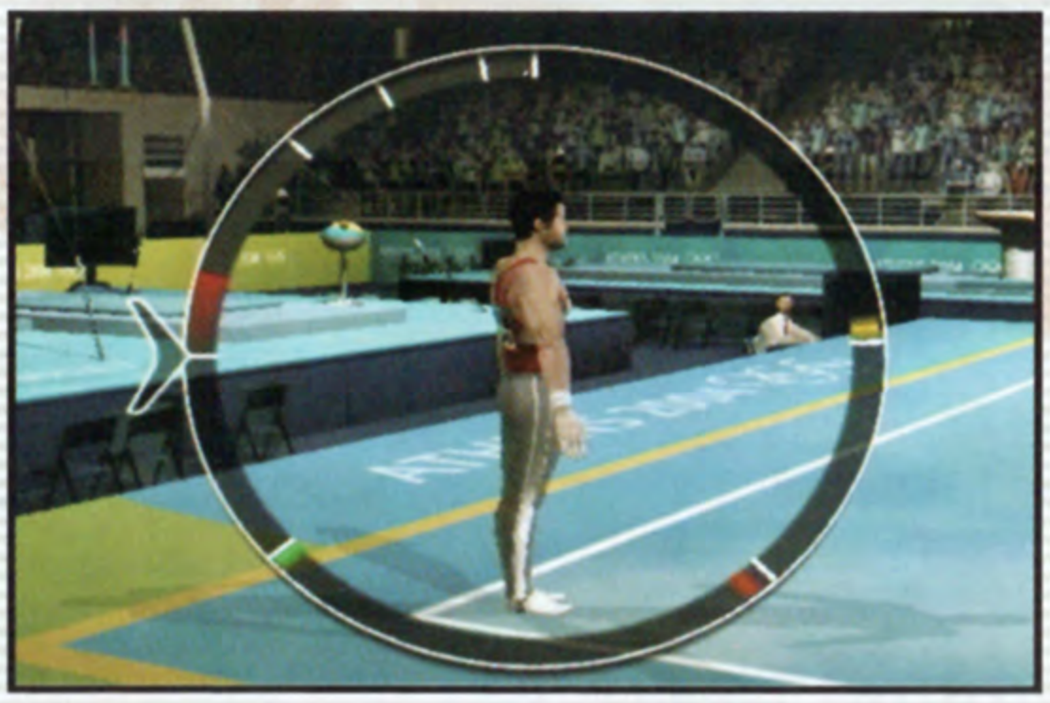
Watch the Speed Gauge to know when your swimmer must increase his or her speed by taking a breath of air. When "BREATHE!" flashes across the gauge press and release the L1 button. The better your timing, the bigger breath your swimmer takes, and the faster he or she will swim.

# Playing the Game

## Gymnastics (Artistic) Events

### Floor Exercises Men

The Floor Exercises event is considered an artistic form of gymnastics and is very popular because it attracts a large fan base due to its combination of athleticism and art. Points are awarded for this event by the quality of each move performed on the mat.



**HOW TO PLAY**

There are two control meters used for the men's floor event – one for tumble exercises and one for flare exercises. At the start of your routine, a circular meter will appear on the screen with target markers. When the event starts, alternately press ⊗ and ◎ in consistent, rapid succession to raise the meter gauge and keep the tumble markers large. Once the "POWER LOCK" indicator flashes on the screen, a dial will begin to move along the meter. Press ⊗ when the dial hits each tumble marker to perform the tumble. Try to hit the marker in the center for perfect execution.

The flare portion of the event also uses a circular meter, but with △, ◎, ⊗, and □ positioned on it. When the dial begins to move along the meter and hit each icon symbol, press the icon button of your controller that corresponds with the icon on the meter to perform each flare.

### Floor Exercises Women

Like the men, women also participate in Floor Exercises events, adding an element of dance to each routine. Points are awarded for this event by the quality of each move performed on the mat.

# Playing the Game

**HOW TO PLAY**
When the routine starts, arrows will scroll up the same screen. As the scrolling arrows pass through the target arrows, press the corresponding ⬆/⬇/⬅/➡ buttons, using the stationary marker arrows at the top of the screen as targets. You may also use △, ○, ✕, and □ to help with correctly timing instances where multiple scrolling arrows pass through the target arrows at the same time.

## Rings Men

Rings Men is a test of skill and stamina, as each competitor must use his strength and balance to perform each move. Scoring for this event is calculated largely from holding your position with the rings.

**HOW TO PLAY**
When the circular meter appears on the screen and the gauge begins to move, use the left analog stick and right analog stick to align the Hold Arrows as accurately as possible with the Hold Markers. When time runs out, your accuracy will determine the amount of strength you will need to recover and maintain the hold. While in the hold, a strength meter will appear on the screen. Alternately press L1 and R1 in consistent, rapid succession to keep up your strength. To dismount, press the button combination that displays on the game screen before the time bar runs out.

## Vault

The Vault is an event of power and finesse, as each competitor uses a "horse" apparatus to launch their bodies into the air while executing moves. To be sure that your athlete gets enough momentum to perform the vault, he or she must generate enough power down the runway.

# Playing the Game

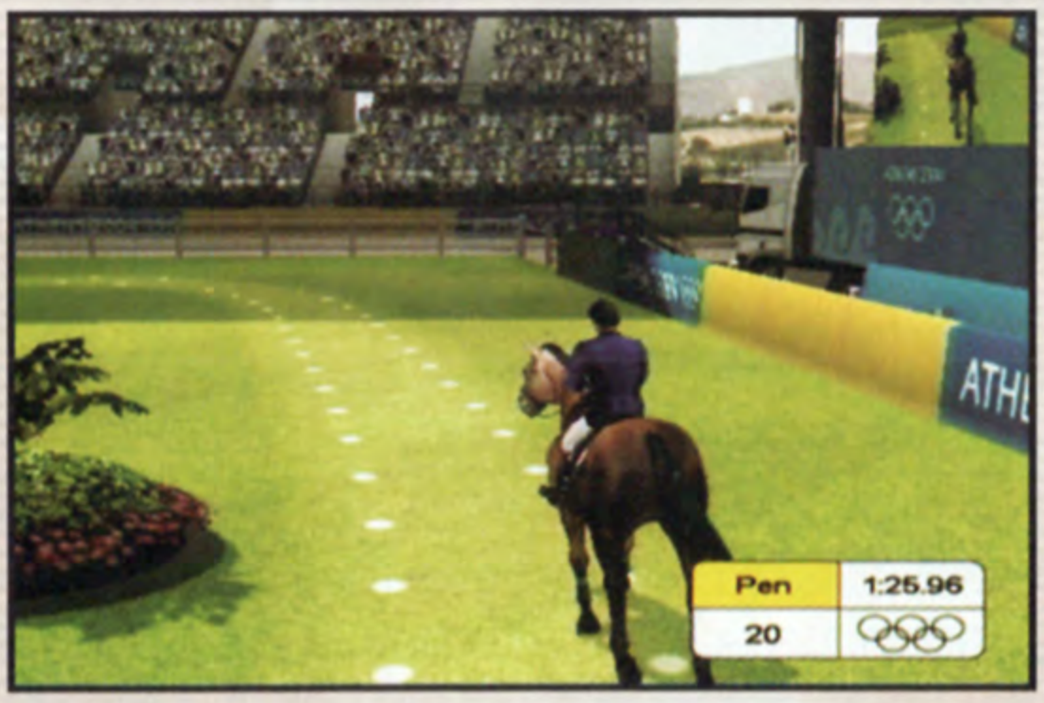
## HOW TO PLAY

Alternately press ⊗ and ◉ in consistent, rapid succession to power down the runway. The more power you achieve, the greater the slow motion effect will be while you vault, giving you more time to execute your moves. To successfully perform your routine, press each button in the order that they are displayed on the screen before the slow motion effect ends.

## Equestrian (Jumping) Events

### Individual Mixed

The main characteristics of jumping events are speed and accuracy on the part of both the rider and the horse. Jumping is considered a team sport, as rider and horse are considered to be a team and both are declared Olympic medal winners if they win the event. Riders will make up to 12 to 15 obstacle jumps in a prearranged order within time limits. The team that accumulates the fewest penalty points is the winner of the jumping event. If there is a tie in points, the winner will be the team with the fastest finishing time. Penalty points are given when the rider and horse exceed the time limit, knock down an obstacle, or refuse jumping over an obstacle.




## HOW TO PLAY

When the event begins, steer the horse with the left analog stick while you control its speed using the right analog stick ⬆/⬇. To find the obstacles on the course, follow the ground markers. Attempt each jump by pressing L1. Be sure to time your jumps to clear each obstacle.

"Olympism is a philosophy of life, exalting and combining in a balanced whole the qualities of body, will and mind. Blending sport with culture and education, Olympism seeks to create a way of life based on the joy found in effort, the educational value of good example and respect for universal fundamental ethical principles."

- Olympic Charter, Fundamental principles, paragraph 2

# Playing the Game

## Weightlifting

### +105kg Men, Clean & Jerk

The Clean & Jerk has three stages – Clean, Jerk, and Hold. In the Clean, the weight must be brought from the ground to shoulder level in one motion. In the Jerk, the weight is lifted over the competitor's head. In the Hold stage, the competitor must remain completely still until he gets clearance from the referees indicating that he can lower the weight. Each competitor gets three attempts at the Clean & Jerk. Before each attempt, you will have the opportunity to choose the weight of your lift. If satisfied with the initial weight, choose YES and press ⊗ to start the event. To increase or decrease the weight, press ⬆/⬇ or use the left analog stick.

**HOW TO PLAY**

The lifting gauge is split into the three Clean & Jerk stages – Clean, Jerk, and Hold. To perform the Clean and then the Jerk stages of the lift, wait for the sound of the horn then alternately press ⊗ and ○ in consistent, rapid succession to raise the power level of the gauge. Press L1 after every stage that is filled to attempt the lift. Once your athlete has the weight in the Clean stage (at shoulder level), when "GO" flashes on the screen, alternately press ⊗ and ○ again to fill the gauge within the Jerk stage. Once you have enough power, press L1 to hoist the weight over the athlete's head. When "GO" flashes again, continue to press ⊗ and ○ to be able to hold the lift and wait for the three clear lights to illuminate.

## Archery

### Individual 70m Women

Archery is an event that requires full control of an athlete's body and mind. Competitors shoot standing as they aim their arrows toward a target 70m away. The target consists of ten colored, concentric circles (rings), with point totals ranging from 1-10. The idea is to hit the target directly in the bull's eye, the smallest circle of the target measuring 12 cm in diameter.

The archery event is set up as a single elimination tournament bracket. Eight archers will initially compete in four brackets, with only four moving on to the semifinals. Two archers will then face off in the finals for the gold medal. The semifinal losers will shoot to determine the winner of the bronze medal. Each bracket matchup has four rounds with each round consisting of three attempts. The total score of the four rounds determines who moves onto the next bracket matchup.

# Playing the Game

**HOW TO PLAY**
Use the left analog stick to aim the sight of your bow on the target. As the target aid gradually moves farther away from your athlete and the wind causes difficulty with your aim, make adjustments with constant pressure on the left analog stick. Press ⊗ to shoot the arrow.

## Shooting

### Skeet Men

Because it attracts competitors of all genders and ages, Shooting is one of the most popular sports around the globe. The art of Skeet Shooting takes a keen eye, quick reactions, and steady execution. You must be able to follow the trajectory of a fast-moving target and pull the trigger at the right moment. Skeet Shooting consists of eight rounds, each including different challenges (i.e., shooting angles, number of skeet pulled, etc). The number of skeet hit determines the winner.

**HOW TO PLAY**
Your shotgun will move along the skeet paths shown on the screen. Use the left analog stick to aim your shotgun along the path. To move your aim faster, press L1 as you move the left analog stick ← / →. When you are ready to begin, press ⊗ to call for a "Pull" of the skeet. When the skeet is released, aim your shotgun and press ⊗ to fire.

# Playing the Game

## Pause Menu

Press the START button during a game to bring up the Pause Menu.

### Return To Game

Return and play the current game where it was paused.

### Restart Event

Start the current event over at any point during the event.

### How To Play

View the game control instructions and rules for the event.

### Exit To Menu

Exit the event and return to the Event Selection screen.

"The goal of the Olympic Movement is to contribute to building a peaceful and better world by educating youth through sport practiced without discrimination of any kind and in the Olympic spirit, which requires mutual understanding with a spirit of friendship, solidarity and fair play."

- Olympic Charter, Fundamental principles, paragraph 6

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-The Lord Killanin – 6th IOC President

# Notes

# Notes

# Notes

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